

BOLT ACTION – HISTORICAL SCENARIO

Montchamp, Normandy - August the 4th 1944

The operation Bluecoat began on the 30th of July, 1944. After a rough start, the next day, elements of the VIII corps managed to capture a bridge over the river Souleuvre allowing the 11th armoured division and the Guards Armoured division to advance between two German army groups. In order to stop this progression, Marshall Von Kluge ordered the II SS Panzer-Korps with the 9 and 10 SS Panzer Divisions and the 102 SS Schwere Panzer Abteilung to move west from the Caen sector towards Vires. On the 4th of August at noon, the 1st Battalion Welsh Guards under command of Lt-Col Cyril Herber-Percy is ordered to take the village of Montchamp, east of St-Charles de Percy. The village is supposed to be lightly defended. The tanks of the 3rd Squadron, 1st Battalion Coldstream Guards are in support.

In the afternoon, the preparation begins. First the 4th company will secure the left flank of the attack with the 3rd company in support. Then the 2nd company under command of Major Maurice Turnbull, who before the war had captained Glamorgan County Cricket Club and was a Welsh International at Rugby and Hockey, will attack the right flank of the village in order to secure the buildings and to allow the Prince of Wales Company to enter the place.

Unknown from the Welsh Guards, the village is held by ss-panzergrenadiers of the SS Panzer Grenadier Regiment 'H' and some remnants from the Grenadier Regiment 752 of the 326 Infanterie Division. Panthers from the I / SS Panzer Regiment 9 are also in the place.

OPPOSING FORCES

This scenario is played between a British force and a German force.

The British platoons shall be taken from the **1944 – Normandy** selector in *the Armies of Great Britain* book.

Historically, these units are from the 2nd Company, 1st Battalion Welsh Guards with the support of a Sherman from the 1st Armoured Battalion Coldstream Guards.

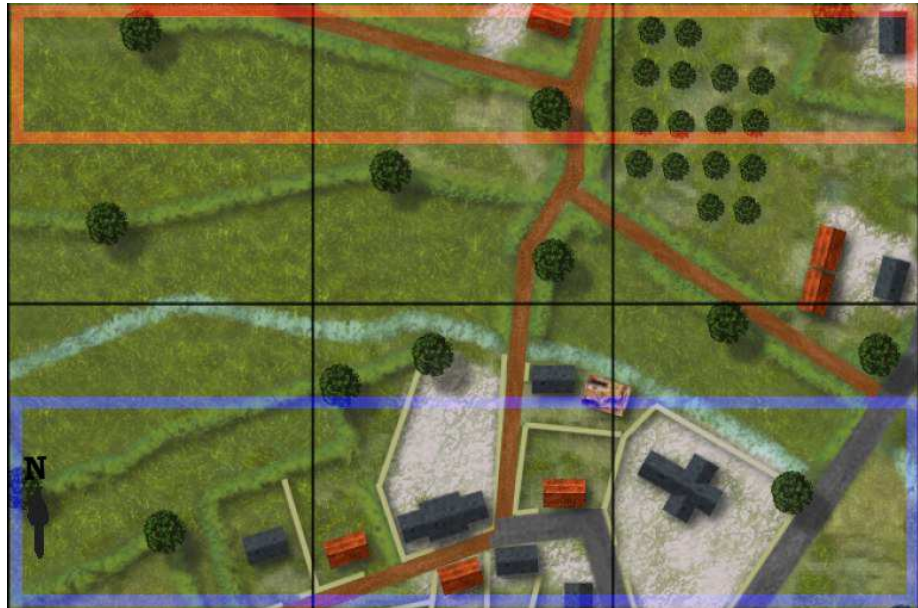
The German platoons shall be taken from the **1944 – Normandy** selector in the *Armies of Germany* book.

Historically, these units are from the 9 SS Panzer Division 'Hohenstaufen' with the support of a Panther from the SS Panzer Regiment 9. Ostruppen squads are from the Grenadier Regiment 752 / 326 Infanterie division.

SET-UP

This scenario requires a 6' x4' table with the historical terrain on it. The German player must deploy his entire force in the blue area, up to 18" from his edge. The British player must nominate at least half of his force as the first wave. Any unit not included in the first wave is held back in reserve.

The light blue line in the middle of the map is a small stream that is steep-side and is treated like the hedgerows for crossing and protection. One building near the church is ruined.



SPECIAL RULES

The hedgerows

These block LOS unless either the shooter or the target unit is in base contact with them, or on top of elevated terrain like a hillock. Since these hedgerows were on top of large earth mounds, they also provide hard cover.

Hedgerows count as obstacles. Furthermore, units passing through them under an "Advance" order cannot fire after they move because of the extra effort it takes to get through thick vegetation.

Tanks have an especially hard time bursting through the hedgerows. Whenever a tracked vehicle tries to move through a hedgerow, roll a die. On a 1 or 2, the vehicle gets stuck and does not break through at all (as if the terrain was impassable) – it moves ends. Vehicles with a damage value of 10 or greater get a +1 to this roll. Once a tank has passed through a hedgerow; it makes a hole the width of the tank that no longer counts as an obstacle.

OBJECTIVE

The goal for each side is simple: cause as much damage to the opposing forces while preserving your own.

FIRST TURN

The battle begins. During turn 1, the British player must bring his entire first wave on the red area of the table. Note that no order test is required to move units onto the table as part of the first wave.

GAME DURATION

After the end of turn 7, roll a die. On a result of 1, 2 or 3 the game ends; on a roll of 4, 5 or 6, play one further turn.

VICTORY!

Players score 1 victory point for each enemy unit destroyed. At the end of the game calculate which side has won by adding up victory points as follows. If one side scores at least 2 more victory points than the other, then that side has won a clear victory. Otherwise the result is a draw!